

*B1
Conclude*

first playing a first instance of the card game between
10 the first player and a substantially electronic dealer module,
wherein said dealer module is dealt a first sequence of said
card representations;

second playing a second instance of the game between a
second player and said dealer module, wherein said first and
15 second card game instances overlap in time and wherein said
dealer module is dealt a second sequence of card
representations for playing said second instance of the card
game;

wherein said first and second sequences dealt to the
20 dealer have at least different card representations in at
least one identical card representation position, in each of
said first and second sequences.

Sub C11

27. (Amended) A method of playing a card game,
comprising:

receiving player identification information prior to at
least a first player playing the card game;

B2

5 generating card representations for playing said card
game with at least the first player and a second player,
wherein the first and second players obtain card
representations via transmissions from a common address of a
communications network[address];

10 first [playing, with] transmitting of plays to a first
player in a first game of said card game, wherein a first
collection of one or more of said card representations is
transmitted to the first player through the communications
network;

15 second [playing, with] transmitting of plays to a second
player in a second game of said card game, wherein a second
collection of one or more of the card representations is
transmitted to the second player through the communications
network; wherein said first and second [card representation]
20 collections are transmitted to said first and second players
during an overlapping time period;

ceasing to transmit card representations to the first
player before said first game is completed;

continuing to transmit card representations to the second
25 player after said step of ceasing;

terminating the playing of said second game with the
second player;

subsequently continuing to transmit card representations
to the first player, to play said first game in response to
30 the first player requesting an additional collection of one or
more card representations;

commencing to transmit card representations to the second
player for playing a third game of said card game, wherein a
third collection of one or more card representations is

*B2
Conclude*

35 transmitted to the second player and wherein the transmissions
of the card representations for said additional collection and
said third collection overlap in time.

Claim 28, line 2, please replace "interface" with --
network--.

Claim 143, lined, please replace "140" with --193--.

Sub O33
149. (Amended) A method of providing a presentation
on a network, comprising:

activating a service accessible from a network server
node, via the network, wherein one or more interactive service
5 presentations are presented to a user during an activation of
the network service by a network client node from which the
user accesses the network;

presenting concurrently with the service presentations at
the client node, a first [advertising] presentation for
10 providing information related to one of a product
[advertisement] and a service[advertisement], wherein said
first [advertising] presentation is transmitted on the network
during the activation of the network service, and a display of
said first presentation is capable of being replaced by a
15 display of a different, second [advertising] presentation
during the activation of said network service, wherein at

*Sub C3b
By*

least one of said service presentations for presenting on the network client node is determined without regard to which one of said first and second [advertising] presentations is 20 presented concurrently to the user;

receiving data, at a predetermined network node, via a communication on the network, wherein said data is indicative of an action by the user in response to said first [advertising] presentation; and

25 determining, using said data at said predetermined network node, another [advertising] presentation for presenting to the user.

Claim 154. (Amended) A method of providing a presentation on a network, comprising:

activating a network service accessible from a network server node via the network, wherein one or more interactive 5 service presentations are presented to a user during an activation of the network service by a network client node from which the user accesses the network;

presenting concurrently with the service presentations at the network client node, a first presentation for providing 10 information related to one of a product [advertisement] and a service[advertisement], wherein said first presentation is transmitted during the activation of the network service, and a display of said first presentation is capable of being

replaced by a different, second presentation during the
15 activation of said network service, wherein at least one of
said service presentations for presenting on the network
client node is determined without regard to which one of said
first and second presentations is presented concurrently with
the at least one service presentation to the user;

20 receiving data, at a predetermined network node, via a
communication on the network, wherein said data is indicative
of an action by the user in response to said first
presentation; and

25 providing, using said data, the product or service to the
user in response to a purchase by the user.

By Comp
Claim 155. (Amended) A method of providing information
regarding products or services on the Internet, comprising:

transmitting, via the Internet, from a first Internet
accessible node, first information for storing at a second
5 Internet accessible node, wherein said first information is
capable of being utilized in subsequent Internet
communications between the first Internet accessible node and
the second Internet accessible node;

wherein for each of a plurality of subsequent different
10 Internet connections by the second Internet accessible node,
the following steps (a) and (b) are performed:

*Self
Excluded*

- (a) receiving, via the Internet, at the first Internet accessible node, second information from said second Internet accessible node, said second information indicative of at least a presence of said first information;
- (b) causing, via one or more Internet transmissions from said first Internet accessible node, one or more [advertisements] presentations to be transmitted to said second Internet accessible node when a presence of said first information is detected on said second Internet accessible node, wherein the following occur during at least one of said subsequent different Internet connections: (i) said one or more [advertisements] presentations are transmitted during an activation of a desired Internet service accessible from said first Internet accessible node, (ii) a display of at least a first of said one or more [advertisements] presentations is replaced by a display of a different second of said [advertisements] presentations, and (iii) substantially all outputs from the activation, in response to Internet transmissions from the second Internet accessible node, are determined without regard to which of said one or more [advertisements] presentations is displayed at the second Internet accessible node.

Claim 163. (Amended) A method of playing a game on a communications network, comprising:

receiving, at a game playing node of the network, a request for selecting a pace of play of an instance of the
5 game by a first user at a first node of the network;

1
b5
[playing the instance of the game with] first transmitting game plays between said game playing node and the first user using network communications between the game playing node and the first node, wherein at least a second
10 user has played an instance of the game; and

transmitting to the first node a ranking of said second user, wherein the ranking is indicative of a proficiency of the second user in playing the game.

Sub C38
B6
Claim 170. (Amended) A method of playing a game on a communications network, comprising:

contacting, by each of a plurality of users, via a corresponding node on the network for the user, a game playing
5 node on the network, so that each of the users initiates a corresponding instance of the game between the game playing node and the user's corresponding node, and at least some of said instances overlap in time;

[playing, by] transmitting game plays between said game playing node and a first of the users, for the corresponding instance of the game;

See Conclusion

transmitting from the game playing node to the corresponding node of the first user, the ranking of a second of the users, wherein said ranking is indicative of a 15 proficiency of the second user in playing the game.

Please add the following new Claims 188-193.

188. (New) An apparatus for playing a card game electronically, comprising:

a card generator for generating one or more electronic card representations for playing the card game;

5 a game playing engine for playing a first electronic instance of the card game between a first player and a substantially electronic dealer module, wherein the first player is dealt a first sequence of the card representations, and wherein a second player plays a second instance of the 10 card game with the dealer module so that said first and second card game instances overlap in time, and wherein the second player receives a second sequence of the card representations; and

wherein, for an initial series of one or more plays by 15 said first player using said first sequence, when said second player also initially plays said initial series of one or more identical plays using said second sequence, then for corresponding identical plays by said first and second

players, their corresponding hands of card representations are

20 identical.

189. (New) An apparatus for playing a card game electronically, comprising:

a card generator for generating card representations for playing said card game electronically;

5 a game playing engine for playing said card game with a plurality of players simultaneously, wherein said game playing engine transmits, for each player, a corresponding collection of one or more of said card representations through a communications network to the player;

10 a timer in operative communication with said game playing engine for changing a time limit for accepting an input from a first of said players when said first player transmits a communications network request to change a speed of play of said game.

190. (New) The apparatus of Claim 189, further including a means for changing a speed of play for the first player without changing a speed of play for a second of said players, wherein the first and second players are playing the same game 5 simultaneously.

191. (New) An apparatus for providing product or service information to one or more users while each user is playing a game on a communications network, comprising:

means for initiating, for each user, a corresponding
5 instance of the game for playing by the user, wherein the instance includes a plurality of user plays transmitted on the communications network;

means for determining one or more presentations to present to each user during a playing of the corresponding
10 instance of the game, wherein between some two of the user plays by the user there is one of said one or more presentations presented to the user; wherein said presentations have been transmitted to the user via the communications network, and wherein said presentations are for
15 relating information about one or more purchasable products or services, or for receiving information from the user about purchasable products or services;

means for receiving data transmitted by the communications network by at least one of the users, wherein
20 said data transmitted by the at least one user is related to one or more responses by the user to at least one of said presentations presented to the user; and

means for selecting a second of said presentations for transmitting to the at least one user, wherein said means for

25 selecting uses said data for determining said second presentation.

*Sub
C40* 192. An apparatus for presenting one of products and services while playing one or more games on a network, comprising:

advertising selector determining, for a user, a
5 particular presentation, from a plurality of presentations, to present to the user at a corresponding node of the network, wherein said presentations are used for presenting information about at least one of a product and a service;

B7 C9x 10 a game playing engine for playing with the user a corresponding instance of one of the games, wherein the instance includes a plurality of user plays;

a means for transmitting, via the network, said particular presentation to the user during the playing of a portion of the corresponding instance with the user;

15 a network interface for receiving, from the user, a user data item indicative of an action in response to said particular presentation being presented;

an evaluator for evaluating an effectiveness of said particular presentation.

193. (New) The method of Claim 140, further including a step of generating a value determined using said data,